

RANDOM PATRONS

A RULES SUPPLEMENT FOR THE STAR WARS ROLEPLAYING GAME

INTRODUCTION

Random Patrons is a rules supplement for the *Star Wars Roleplaying Game* for quickly generating random patrons to employ the Heroes.

SPECIES

Roll for species...

D20	Species
1-4	Human
5-6	Rodian
7-8	Twi'lek
9-10	Ithorian
11	Mon Calamari
12	Bothan
13	Trandoshan
14	Sullustan
15	Wookiee
16	Cerean
17	Gungan
18	Hutt
19-20	Other species or re-roll

CLASS/PROFESSION

Roll for class...

D20	Class/Profession
1	Administrator (p.261 CR)
2	Assassin (p.261 CR)
3	Bounty Hunter (p.262 CR)
4	Con Artist (p.263 CR)
5	Crimelord (p.264 CR)
6	Elite Trooper (p.265 CR)
7	Fighter Pilot (p.267 CR)
8	Gambler (p.268 CR)
9	Medic (p.269 CR)
10	Mercenary (p.270 CR)
11	Military Officer (p.271 CR)
12	Outlaw (p.272 CR)
13	Pirate (p.273 CR)
14	Smuggler (p.274 CR)
15	Spy (p.275 CR)
16	Technician (p.276 CR)
17	Thief (p.276 CR)
18	Thug (p.277 CR)
19	Trader (p.277 CR)
20	Jedi, roll D20 again...
1-2	Dark Jedi (p.264 CR)
3-18	Jedi (p.268 CR)
19-20	Fallen Jedi (p.266 CR)

LEVEL

Use the Heroes' level to pick an archetype with a challenge code for an 'Extreme' encounter (p.202 Core Rulebook).

Although a Patron won't be attacking the Heroes this is a good guide for what level of Patron is likely to hire what level of Hero. And if the Patron eventually turns into an enemy, the Heroes will have a balanced opponent.

Example

The Heroes are 5th-level. A 13 is rolled for the Patron's class which results in 'Pirate'. Looking at the 3 Pirate archetypes the challenge codes are C, D and E. For 5th-level Heroes and an 'Extreme' encounter this results in a challenge code of D. The Heroes are approached by an 8th-level Pirate (Scoundrel 5/Soldier 3).

ACCOMPANIED BY...

Roll 3 times, once per column...

D20	Droids	Thugs	Companions
1-10	0	0	0
11-14	1	0	0
15-17	1	1	0
18-19	1	2	1
20	Roll again and add +1	Roll again and add +2	Roll again and add +1

Droids

Either pick an appropriate droid, such as a 2-1B Medical droid for a Medic or an R2 Astromech droid for a Fighter Pilot or roll on the following table...

D20	Droid
1-2	2-1B Medical droid (p.289 CR)
3-5	R2 Astromech droid (p.290 CR)
6-8	WED 'Treadwell' Repair droid (p.290/291 CR)
9-10	3P0 Protocol droid (p.291 CR)
11-13	M-TD Translator droid (p.291 CR)
14-15	DUM Pit droid (p.296 CR)
16-19	ASP Labor droid (p.295 CR)
20	Pick another rare droid or just re-roll

Thugs

Use 2nd-level Thugs (p.277 CR).

Companions

Companions are usually a 1st-level equivalent of the Patron's primary class. For example, Scoundrel for a Pirate. Use the appropriate 1st-level template on p.12-19 of the Core Rulebook.

As an optional rule, if the Patron's highest archetype challenge code is still too low for your Heroes' level make the companion an archetype with an appropriate challenge code to balance things up.